

Nerian Bortein

Lead Experience Designer



INFO

EMAIL

nerianbortein@gmail.com

LINKEDIN

Nerian Bortein

LOCATION

Warsaw, Poland.

Interested in worldwide remote work positions.

SKILLS

TECHNICAL

- Figma
- Adobe XD
- Adobe Photoshop
- HTML, CSS

DESIGN

- Information Architecture
- User Flow
- Wireframing
- Prototyping
- Product Design
- Content Strategy
- Systems Design
- Jobs To Be Done Methodology
- Design for Accessibility
- Design for Mobile
- Multi-platform App Design

COLLABORATION

- Confluence
- Miro
- Jira

LANGUAGES

English – Professional working proficiency (B2).

Russian – Native.

SUMMARY

Designer with over 5 years of experience in game development. Currently the Lead Experience Designer at Sperasoft, where I have had the opportunity to contribute to the development of a multi-platform co-op shooter and to live ops of two mobile games (all three based on well-known IPs), leading a team of 3-5 UX/UI designers. I hold a Master's degree in Human-Computer Interaction and am passionate about creating engaging and accessible design that aligns with the game design vision and business goals. In addition to my design responsibilities, I am also involved in hiring and business development activities.

WORK EXPERIENCE

LEAD UX DESIGNER @ SPERASOFT, A KEYWORDS STUDIO

Aug 2019 – Present 5 yr 5 mos

Sperasoft is a game co-development company headquartered in California. We work closely with our partners to deliver high-quality titles for world-class publishers. Sperasoft is a part of Keywords studios, an international technical and creative services provider to the global video games industry and beyond.

Projects I worked on:

1. "Rainbow Six: Extraction" (Ubisoft, 2022):
 - Co-developed a variety of UX/UI features, including Chat Wheel, Mark&Ping System, After Action Reports, Tutorials;
 - Contributed to utilities such as friends list, the welcome screen and accessibility settings.
2. "Mortal Kombat Mobile" and "Injustice 2 Mobile" (NetherRealm Studios):
 - Designed over 20 quality of life features (full process from ideation to implementation and evaluation);
 - 2 years of leading a team of 3-5 UX/UI designers working on both projects. We developed quality-of-life features and assisted the game design team.

In addition to my design responsibilities, I am also involved in hiring and business development activities.

Important note: In most cases, as a co-developer/outsourcer, I can't share any development or design details due to very strict NDA restrictions.

JUNIOR USER RESEARCHER @ ITMO UNIVERSITY

Dec 2017 – Jun 2018 7 mos

Worked at University Usability Lab providing user research services to its clients.

- Performed UX audits of web and mobile applications;
- Conducted usability testing using eye trackers (Tobii);
- Conducted user surveys and interviews.

EDUCATION

ITMO UNIVERSITY

Master's Degree, Human-Computer Interaction, 4.5/5.0.